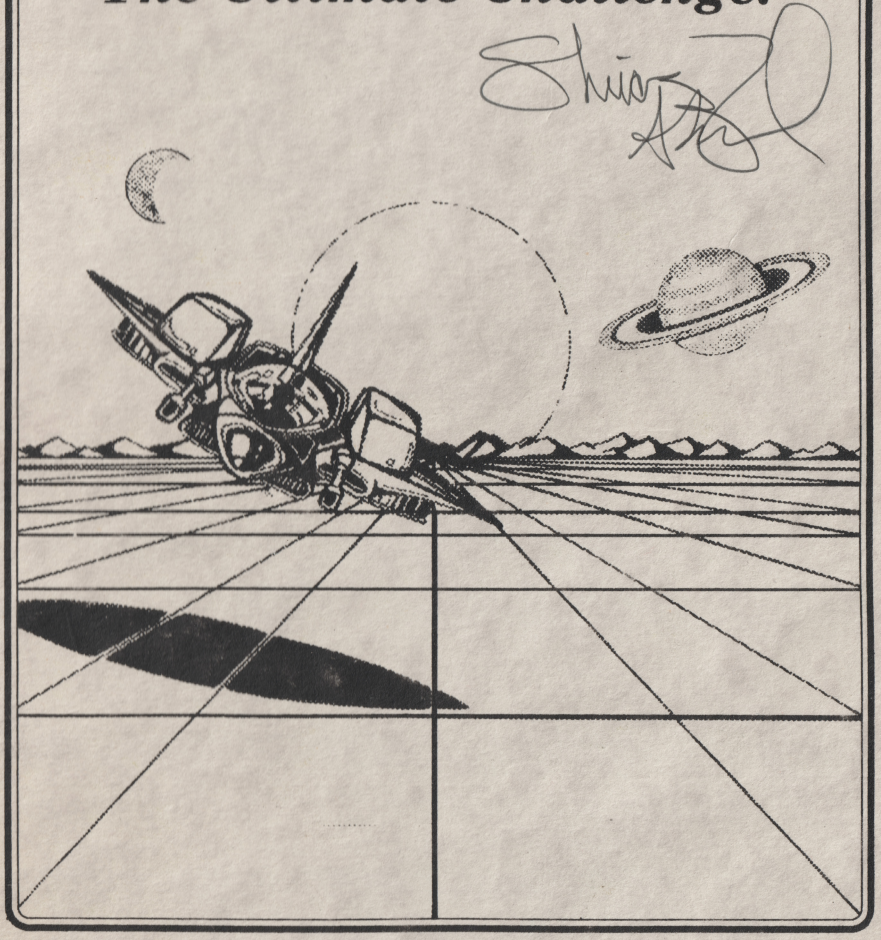
HOVER BLADE

The Ultimate Challenge!



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INSTALLATION PROCEDURE

SYSTEM REQUIREMENTS

Hover Blade will run on an Apple //gs with at least one megabyte of memory.

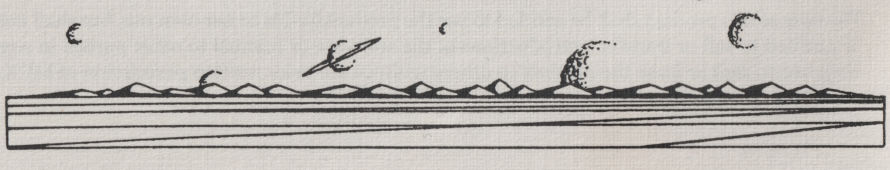
FLOPPY DISK USERS

To start the game, turn the computer off and then put the disk into the 3.5" floppy disk drive. Then, turn on the computer. After the game has completed loading you will be asked to remove DISK 1 and place DISK 2 into the drive. If you have two floppy disk drives you may place DISK 2 into the second floppy drive.

HARD DRIVE USERS

In order to run Hover Blade from your hard drive you must follow the steps outlined below.

STEP 1:	Copy Tool 219 from the subdirectory /HB1/SYSTEM/TOOLS/ by placing it into your */SYSTEM/TOOLS/ folder on your startup volume.
STEP 2:	Create a folder named HOVER on your hard drive.
STEP 3:	Copy the contents of both folders named HOVER from DISK 1 and DISK 2 by placing them into the newly created folder on your hard drive.
STEP 4:	Finally, copy HOVER.SYS16 from DISK 1 by placing it into the DIRECTORY THAT HOLDS the newly created HOVER folder on your hard drive.

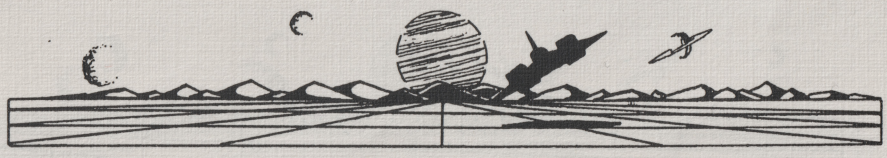


THE TEST

In the year 2036 A.D., planet Earth was ravaged by intergalactic beings who were trying to extinguish the human race in order to steal Earth's precious resources. These alien beings possessed technology far greater than man's. In order to combat the alien aggression, the Hover Blade Star League Federation was established. This alliance relied on the Hover Blade craft for its speed, mobility, and defense capabilities in hopes of halting the enemies naked aggression against the planet.

Many years have slipped by since the alien's advance had begun. Here, in the year 2127 A.D., you have joined the Star League Federation in hopes of bettering the future for all life on the planet. The HB5000 Hover Blade fighter has been developed by HoverTech Systems. You have been asked by the Star League to test fly the HB5000 through some of the most treacherous regions on the planet in order to prove its capabilities and maneuverability. Before agreeing to the mission, it is explained to you that this may very well be your last mission.

GOOD LUCK!



MENU SCREEN OPTIONS

The menu screen provides you with 9 different courses of action to take. In selecting an option, simply move the robotic arm by using the mouse to the desired option. Then, click the mouse button to select the option.

MENU OPTIONS

CONTROLS -This option provides you with a graphic illustration depicting the direction the Hover Blade will fly according the the movement of the mouse.

AUTHORS -This option provides you with some background information about the creators of Hover Blade.

ANALYSIS -This option explains the objective of the game as well as some background information on the history of the Star League Federation.

RECALL -Provides you information on the menu options.

ABORT -Quits the game.

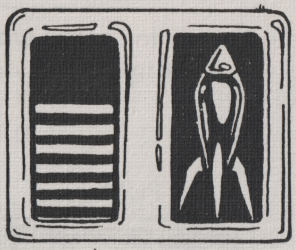
CREDITS -Recognizes people who helped in the creation of Hover Blade.

HI SCORE -Lists the top 4 Hover Blade pilots and their scores.

SOUND -Provides options in altering the sound and music status of the game.

HOVER BLADE ANALYSIS

MISSILE GUIDANCE SYSTEM

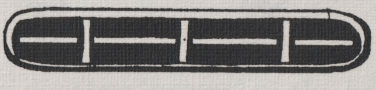


The display above visually relays the number of missile remaining aboard the Hover Blade craft. The weapon system may be recharged by flying the Hover Blade through a black sphere.

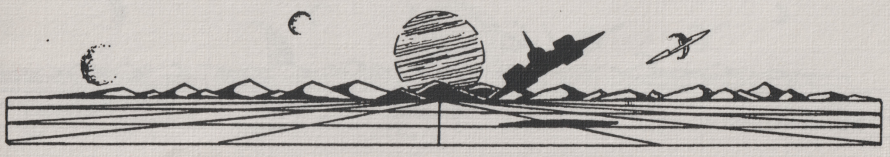
POWER METER

The above bar represents the amount of power that the Hover Blade has remaining. Power is lost when your hover craft collides with certain obstacles. When all power is lost, your craft will be destroyed. In order to restore power, you must fly through the blue spheres during your mission.

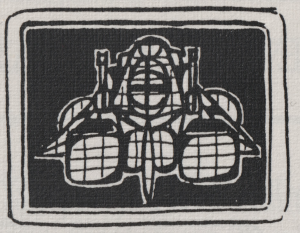
DISTANCE METER



The length of the bar represents the distance that is left to be travelled for the current stage.

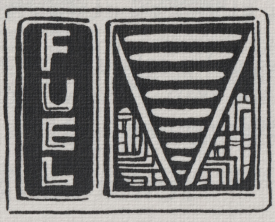


BLADE STATUS



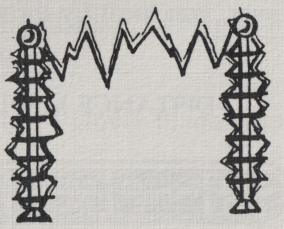
When your Hover Blade comes into contact with obstacles on screen, the graphic display above will light up, signifiying the area that was hit.

FUEL



The above display indicates the amount of fuel remaining in your craft. When your fuel level nears empty, you will be alerted. In order to raise the fuel level, you must maneuver your craft into a fuel canister.

BONUS GATES



Throughout the game, you will encounter point gates as shown above. By flying through them, you will be awarded bonus points that will be added to your score at the completion of the stage.

HINTS

- Try avoiding bushes and other shrubbery on the ground.
- By moving the mouse smoothly (without jerking it around) your flight performance will increase.
- Fuel may be your most important resource at later stages in the game. Always keep an eye out for them (they may be obstructed from view by other obstacles).
- Firing missiles at obstacles may help you avoid collisions, but haphazard shooting not only can destroy obstacles, but needed fuel, bonuses, and weapons.
- Bonus gates award you points which are added to your score at the completion of each stage.
- Destroying obstacles will increase your score.
- Your score will be lowered according to the number of collisions in each level at the completion of each stage.
- The radar display located at the bottom right section of the control panel displays the location of any obstacles within 30 feet of the ship.

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